

ADVANCED
PINBALL
Simulator
AMSTRAD 464/664/6128
NEW RELEASE
Code Masters
BY THE BESTSELLING OLIVER TWINS


Code Masters
JUST LIKE THE REAL THING
A fast, furious and incredibly addictive pinball game featuring — Trapdoors, Rollover Lanes, Mega-bumpers, 4 flippers, Bonus Lanes, extra balls, Ball Trap, Mystery Tube, realistic movement and MUCH MORE!!!
INTERNATIONAL INSTRUCTIONS
MODE D'EMPLOI
ANLEITUNG
INSTRUCCIONS
5 015026 030905
ACTUAL AMSTRAD SCREENSHOTS
WRITTEN BY THE OLIVER TWINS

DIGITIZED
VOICE
SYNTHESIS

THE CONTROLS

Use the **SPACEBAR** to pull back the spring, release to fire the ball into play.
Z and **M** control the flippers (**Z** for the left pair and **M** for the right pair).
During a game press **P** to pause the action, then press it again to restart.
Press **Q** to quit the player on the table, or hold down **SHIFT** and press **Q** to quit all the players.

HINTS

— Knock down the targets to light up features. You're looking for a BUBBLING WEATHER POTION and a MAGIC COTTAGE.
— Some of the targets demolish the Evil Wizard's castle.
— Roll over the letters in the lanes to earn bonus points. Light up MAGIC to get the spellbook, then again to open it.
— Rolling over L or R opens the trapdoors. Do it again to close them.
— **Extra ball awarded every 10,000 points.**

UP TO
THREE
PLAYERS

LOADING:
on the 464 type: **RUN**" (ENTER)
on the 664/6128 type: **|TAPE** (ENTER) **RUN**" (ENTER)

THE COLLECTION

The screen shots below are other CodeMasters classics — if you like this one, why not complete the collection? — But remember – make sure it's a CodeMaster!



BMX SIMULATOR
" . . . in a class of it's own, with compulsive gameplay, a great soundtrack, and smart shaded graphics" – *COMPUTER & VIDEO GAMES*



GRAND PRIX SIMULATOR
"Music, sound and sampled speech all add to the atmosphere, and the gameplay is compulsive." – *COMPUTER TRADE WEEKLY*
Voted best game in '87 by readers of Computing with the Amstrad.



FRUIT MACHINE SIMULATOR
"This has got to be the most realistic and playable Fruit Machine simulation available"
– STEWART REGAN
The whole thing is idiotically addictive"
– SINCLAIR USER



DIZZY
"As games go, it's brill – and worth adding to your collection!" – *COMPUTING WITH THE AMSTRAD*



SUPER STUNTMAN
An absolutely brilliant stuntman simulation! Can you complete each of seven death defying scenes on the first take, or will you crash and burn?



PRO SKI SIMULATOR
"Addictive and thoroughly playable" – *ACE*
"So good, it's just like being on the slopes" – *CRASH*


AMSTRAD
464/664/6128
ADVANCED PINBALL Simulator
3090

JUST LIKE THE REAL THING

A fast, furious and incredibly addictive pinball game featuring — Trapdoors, Rollover Lanes, Mega-bumpers, 4 flippers, Bonus Lanes, extra balls, Ball Trap, Mystery Tube, realistic movement and MUCH MORE!!!

INTERNATIONAL INSTRUCTIONS

MODE D'EMPLOI

ANLEITUNG

INSTRUCCIONS

5 015026 030905

ACTUAL AMSTRAD SCREENSHOTS

AMSTRAD 464/664/6128

ADVANCED PINBALL Simulator

3090

AMSTRAD 464/664/6128

ADVANCED PINBALL Simulator

NEW RELEASE

BY THE BESTSELLING OLIVER TWINS

DIGITIZED VOICE SYNTHESIS

THE CONTROLS

Use the **SPACEBAR** to pull back the spring, release to fire the ball into play. **Z** and **M** control the flippers (**Z** for the left pair and **M** for the right pair). During a game press **P** to pause the action, then press it again to restart. Press **Q** to quit the player on the table, or hold down **SHIFT** and press **Q** to quit all the players.

HINTS

- Knock down the targets to light up features. You're looking for a BUBBLING WEATHER POTION and a MAGIC COTTAGE.
- Some of the targets demolish the Evil Wizard's castle.
- Roll over the letters in the lanes to earn bonus points. Light up MAGIC to get the spellbook, then again to open it.
- Rolling over L or R opens the trapdoors. Do it again to close them.
- **Extra ball awarded every 10,000 points.**

UP TO THREE PLAYERS

LOADING:
on the 464 type: **RUN"** (ENTER)
on the 664/6128 type: **|TAPE** (ENTER) **RUN"** (ENTER)

THE COLLECTION

The screen shots below are other CodeMasters classics — if you like this one, why not complete the collection? — But remember — make sure it's a CodeMaster!

BMX SIMULATOR
"...in a class of it's own, with compulsive gameplay, a great soundtrack, and smart shaded graphics" – *COMPUTER & VIDEO GAMES*



DIZZY
"As games go, it's brill – and worth adding to your collection!" – *COMPUTING WITH THE AMSTRAD*

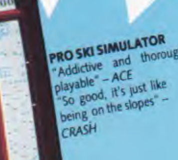


GRAND PRIX SIMULATOR
"Music, sound and sampled speech all add to the atmosphere, and the gameplay is compulsive." – *COMPUTER TRADE WEEKLY*
Voted best game in '87 by readers of Computing with the Amstrad.

SUPER STUNTMAN
An absolutely brilliant stuntman simulation! Can you complete each of seven death defying scenes on the first take, or will you crash and burn?



FRUIT MACHINE SIMULATOR
"This has got to be the most realistic and playable Fruit Machine simulation available"
– *STEWART REGAN*
The whole thing is idiotically addictive"
– *SINCLAIR USER*



PRO SKI SIMULATOR
"Addictive and thoroughly playable" – *ACE*
"So good, it's just like being on the slopes" – *CRASH*